

UltraSound™ Bonus Software

Here is a quick guide to the software that comes with your new UltraSound™. Most of the following programs are described in the UltraSound User's Guide. However, if you are anxious to get started, please note that most Windows programs have on-line help, and DOS programs give you summary information if you type the program name with no arguments, or follow the program name with a /? parameter.

PlayMIDI

(PLAYMIDI.EXE)

Graphical MIDI player for DOS packed with exciting options.

PlayFile

(PLAYFILE.EXE)

Play or record .SND and .WAV format digital audio files in DOS.

MIDIFIER

(MIDIFIER.EXE)

DOS program that lets you use your MIDI keyboard to play instruments on your UltraSound.

MOD PLAYERS

(GUSMOD.EXE for DOS & MODUS.EXE for Windows)

Listen to the excitement with these two MOD (mixed audio files) players. Sample MOD files can be found in the ULTRASOUND\MOD directory.

UltraSound Holographic Sound

(3D.BAT — an interactive demo & DEMO3D.BAT — a free running demo)

Hear for yourself the depth and dimensions of UltraSound's 3-D Holographic Sound (using Focal Point's 3-D audio technology).

Epic Pinball

(PINBALL.EXE)

Fast action pinball game from Epic MegaGames, with a dynamic UltraSound soundtrack.

Mega-EM

(MEGAEM.EXE & EMUSET.EXE)

For games and applications that do not take advantage of UltraSound's superior capabilities, Mega-EM lets you choose Roland General MIDI, MT-32 and Sound Blaster Digital Effects as alternate music sources.

SBOS

(LOADSBOS.EXE & SBOSDRV.EXE)

A terminate-and-stay resident (TSR) program that lets you use your UltraSound for games and applications that only provide sound support for Sound Blaster.

Audio Interface Library

(ULTRAMID.EXE)

A terminate-and-stay resident (TSR) program that lets you use your UltraSound with the many games that support this sound standard (also called DIGIPAK, MIDIPAK and the Miles Drivers).

Initialize UltraSound

(ULTRINIT.EXE)

Used primarily to initialize the UltraSound in a batch file by reading the UltraSound's environment variables, ultrinit.exe can be run at any time, for example, to enable or disable the line in.

Reconfigure UltraSound

(SETUP.EXE)

Utilized to set-up the environment variables for the UltraSound. Used when installing the base software, SETUP.EXE can be accessed at any time.

 **Joystick Utilities**

(JOYCOMP.EXE & ULTRAJOY.EXE & GRAVUTIL.EXE)

Various utilities to set up and test for game card conflicts, joystick speeds, and joystick calibration.

 **Sound File Conversion**

(CONVERT.EXE for DOS & WCONVERT.EXE for Windows)

Convert sound files to different formats. Supports .SND, .VOC, and .WAV formats.

 **Gravis File Viewer**

(GV.EXE)

A text file viewer. By default, it will read the file README which contains the latest updates to information about your UltraSound.

 **Piano Tutor and Music Editor**

(EZPIANO.TXT)

Learn how to play your favorite MIDI compositions on the piano.

 **Wave Lite**

(WAVE.EXE)

Windows program that lets you record and edit digital audio (.WAV) files.

 **MidiSoft Recording Session**

(SESSION.EXE)

Windows sequencer that lets you record, edit and play MIDI files. Includes staff notation and easy-to-use mixer.

 **Power Chords**

(POWCHORD.EXE)

Create your own musical compositions with this Windows program that gives you guitars, drum machines, and much more.

 **Patch Manager**

(PATCHMGR.EXE)

Load, unload and audition one or more of the 192 General MIDI patches that are included with the UltraSound.

 **Patch Maker Lite**

(PMAKER.EXE)

Windows program that allows you to modify or create instrument patches that can be added to your General MIDI patch set.